Starting Attitudes of...

Toward:	Bardings	Beornings	Bree-folk	Dúnedain	Dwarves of the Lonely Mountain	Elves of Mirkwood	Men of Minas Tirith	Hobbits of the Shire	Men of the Lake	Riders of Rohan	Woodmen
Bardings	Favoured	Friendly	Neutral	Unknown	Favoured	Neutral	Unknown	Unknown	Friendly	Unknown	Neutral
Beornings	Friendly	Favoured	Unknown	Unknown	Askance	Neutral	Unknown	Unknown	Neutral	Unknown	Friendly
Men of Bree	Neutral	Unknown	Favoured	Neutral	Friendly	Unknown	Unknown	Friendly	Unknown	Unknown	Unknown
Dúnedain	Unknown	Unknown	Askance	Favoured	Neutral	Unknown	Askance	Askance	Unknown	Unknown	Unknown
Dwarves of the Lonely Mountain	Favoured	Askance	Friendly	Neutral	Favoured	Mistrust	Unknown	Neutral	Friendly	Unknown	Neutral
Elves of Mirkwood	Friendly	Neutral	Unknown	Unknown	Mistrust	Favoured	Unknown	Unknown	Friendly	Askance	Friendly
Men of Minas Tirith	Neutral	Unknown	Unknown	Neutral	Unknown	Unknown	Favoured	Unknown	Neutral	Favoured	Unknown
Hobbits of the Shire	Friendly	Unknown	Friendly	Friendly	Friendly	Unknown	Unknown	Favoured	Unknown	Unknown	Unknown
Men of the Lake	Friendly	Neutral	Unknown	Unknown	Friendly	Friendly	Neutral	Unknown	Favoured	Unknown	Neutral
Riders of Rohan	Unknown	Unknown	Unknown	Unknown	Unknown	Unknown	Favoured	Unknown	Unknown	Favoured	Unknown
Woodmen	Neutral	Friendly	Unknown	Unknown	Neutral	Friendly	Unknown	Unknown	Neutral	Unknown	Favoured

Degeneration

Shadow weakness	1	2	3	4
Curse of Vengeance	Spiteful	Brutal	Cruel	Murderous
Dragon-sickness	Grasping	Mistrustful	Deceitful	Thieving
Lure of Power	Resentful	Arrogant	Overconfident	Tyrannical
Lure of Secrets	Haughty	Scornful	Scheming	Treacherous
Wandering-madness	Idle	Forgetful	Uncaring	Cowardly

Anguish

Sources of Anguish	Example	Shadow Gain
Natural but unexpected tragic event, or very grievous occurrence.	Serious or mortal accident, death in the family, natural catastrophe.	The Player-hero gains 1 Shadow point only if they fail the **Wisdom** saving throw with a 1 or a 2.
Gruesome killing, dreadful experience, Orc-work (senseless destruction), display of the power of the Enemy.	Awakening in a haunted tomb, discover a traitor among friends, discovering villagers savagely mutilated, seeing the mustering of a Shadow army.	1 Shadow point if **Wisdom** saving throw is failed.
Harrowing experience, physical and spiritual torment, Sorcery.	Slavery, torture, the Black Breath, haunted by a Wight, seeing the Eye.	2 Shadow points if **Wisdom** saving throw is failed.
Experience directly the power of the Enemy.	Interrogated by the Eye, captured by the Nazgûl.	Gain 1 Shadow point regardless of the outcome of the **Wisdom** saving throw. Then, gain two additional points if the saving throw is failed.

Blighted Lands

Traversed Region	Area is Blighted on a...	Wisdom Saving Throw Frequency
Free Lands, Border Lands	1	Only when required by current adventure.
Wild Lands	1-3	Once every fourteen hexes crossed
Shadow Lands	1-5	Once per two hexes crossed
Dark Lands	1-7	Once per hex crossed

Misdeeds

Action	Shadow Gain
Accidental misdeed	-
Violent threats	1 point
Lying purposefully, subtly manipulating the will of others	2 points
Cowardice, theft and plunder	3 points
Unprovoked aggression, abusing own authority to influence or dominate	4 points
Torment and torture, murder	5 points

Tainted Treasure

Treasure Provenance (Examples)	DC	Shadow Gain
From the hoard of a Troll	12	1 point
From the hoard of a Dragon	15	1 point
Stolen from an ancient barrow	12	2 points
From a stronghold of the Dark Lord	15	1 automatic point. Then gain 3 additional points if saving throw fails.

Page References

Audiences	PG 192 LMG 80
Bestiary	LMG 97
Exhaustion table	LMG 52
Interrupting journeys	LMG 59
Healing items	LMG 139
NPCs	LMG 68
Scenery modifiers:	LMG 90
Wondrous Artefacts	LMG 127
Legendary weapons and Armour	LMG 132
Fellowship Phase	PG 198 LMG 148
Sanctuaries	LMG 151
Undertakings	PG 199 LMG 153

Rules Summaries

Journeys (page 162)

- Players assign tasks and plan route (page 165).
- Loremaster determines Peril Rating of the journey (pages 165 – 166).
- The Guide makes an Embarkation Roll: d12 + the Guide's Proficiency Bonus + half their Wisdom bonus - the Peril Rating (page 165).
- The Loremaster either relays the result of table on page 167, or optionally hints at it.
- Determine the number of Journey Events:
  - **Short Journey** (1-15 hexes on the Loremaster's Map): 1d2 for number of challenges.
  - **Medium Journey** (16-40 hexes on the Loremaster's Map): 1d2+1 for number of challenges.
  - **Long Journey** (41+ hexes on the Loremaster's Map): 1d3+2 for number of challenges.
  - -1 modifier for **Easy** terrain
  - +1 modifier for **Hard** or **Severe** terrain
  - +2 modifier for **Daunting** terrain
- Journey events are created by rolling a d12, potentially modified by the Embarkation result (page 169). The DC for Journey Events is 12 plus the Peril Rating.
- Events are played through, noting down any mechanical results for reference.
- Arrival roll is made, results are applied (page 175).

Audiences (page 190)

- Check starting attitude of the Audience subject using the table on page 193.
- One member of the company must make an **DC 15 Intelligence (Traditions)** check to introduce the group. A hero's culture, Standard of Living and reputation can all influence how they are received.
- Consult the table on page 195 – if the check is successful use the indicated DC. If it is failed use one step worse.

Corruption (page 178)

- Player-heroes gain Shadow points based on exposure to Anguish (page 181), Blighted Lands (page 181), Misdeeds (page 183) or Tainted Treasure (page 184).
- In some circumstances, Player-heroes may make a **Wisdom** saving throw to avoid a Shadow point. In others there is no save (noted on the tables from page 181 onwards).
- When a Player-hero's Shadow point total exceeds their **Wisdom** score, they have been made Miserable (page 182).
- When a Player-hero who is Miserable rolls equal or less than the difference between their Shadow point total and their Wisdom while making an ability check, attack roll or saving throw, they experience a bout of madness (page 183).

For example, a Player-hero with Wisdom 10, and 15 Shadow points, suffers a bout of madness when they roll 1 – 5 while making an ability check, attack roll or saving throw. If they gain another point of Shadow the bout is triggered on a roll of 1 – 6, and so on (page 183).

- During a bout of madness the Loremaster controls the Player-hero (See page 184).
- After a bout of madness, Shadow points are reset and one point of permanent Shadow is gained (See page 184).
- The Player-hero gains a Shadow Weakness flaw (See page 184).

Undertakings During the Fellowship Phase (page 196)

In a standard Fellowship Phase players choose one activity:

- Recovery (page 200)
- Training (page 200)
- Gain New Trait (page 200)
- Heal Corruption (page 200)
- Meet Patron (page 201)
- Open Sanctuary (page 201)
- Receive Title (page 201)
- Research Lore (page 202)

Embarkation Table: Raw

1 (or less): +2 to journey rolls and initial tests on each encounter made with Disadvantage. 1pt of Shadow.

2: 1pt of Shadow. All rolls made by each character at Disadvantage until they succeed in a roll.

3: +1 to all rolls on Journey Events table. The first roll of each event is made with Disadvantage.

4: All terrain types classed as 1 grade harder.

5: 1 level of Exhaustion.

6: -1 to all skill checks.

7: +1 to all skill checks.

8: Ignore first level of Exhaustion.

9: All terrain types classed as 1 grade easier.

10: +1 to all rolls on Journey Events table. First roll in each event is made with Advantage.

11: All characters have Advantage until they fail an ability check..

12 (or more): +2 to the rolls on the Journey Events rolls and initial tests made to determine the initial outcome of these encounters should be made with Advantage.

Arrival Table: Raw

Arrival:

- Easy terrain: +1
- Moderate terrain: No modifiers
- Hard or Severe terrain: -1
- Daunting terrain: -2

1 (or less): *Wisdom* check to avoid 2 points of Shadow.

2: 1 level of Exhaustion.

3: Disadvantage to Social rolls until they succeed at one. Advantage on initiative.

4: An Audience, or various checks to arrive at destination successfully.

5: Remove 1 level of Exhaustion.

6: +1 to next Embarkation roll.

7: Advantage on Social rolls until they fail one.

8 (or more): Gain Inspiration and remove 2 points of Shadow.

"There is nothing like looking, if you want to find something."

Thorin Oakenshield - The Hobbit

Adventures in Middle-earth™

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